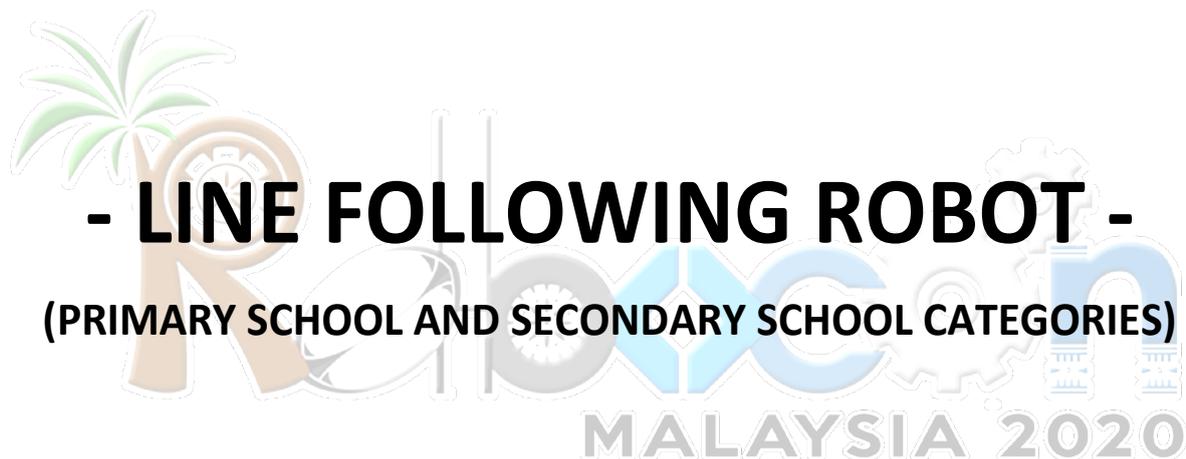




ROBOCON MALAYSIA JUNIOR 2020



- LINE FOLLOWING ROBOT -
(PRIMARY SCHOOL AND SECONDARY SCHOOL CATEGORIES)

RULES & REGULATIONS

A. OBJECTIVES

Participants of the Line Following Robot competition are required to build a fast line following robot that is able to follow lines from the start line until the finishing line according to the competition rules. The robot must move autonomously.

B. TEAM

1. Each team comprises of two (2) members and one (1) team advisor.
2. The team members for Primary School category must be Primary School students or aged 6 to 12 years old.
3. The team members for Secondary School category must be Secondary School students or aged 12 to 17 years old.
4. The team advisor must be the teacher or guardian of the team members.
5. Team members must be ready at the game field 5 minutes before their every scheduled game. Failure to do so will result in disqualification.

C. GAME FIELD

Please refer to Appendix A.

D. ROBOT SPECIFICATIONS

1. Robot must move autonomously and start with a push a button. Any wireless/wired remote control is not allowed.
2. The size of the robot shall not exceed **20cm (length) x 20cm (width) x 20cm (height)**.
3. The total weight of the robot including its power source and other parts of the robot shall not exceed **3kg**.
4. The robot cannot be split or separated into more than a unit.
5. Visible space for pasting approval stickers/tags by organizers of the competition is to be allocated on the robot. This space should be at least 50 mm x 50 mm.
6. All robots must be designed and manufactured as to cause no harm to any person and no damage to the field.
7. Robot will be inspected before every game. Robots that are not made in conformity with the rules will not be allowed to participate.

E. GAME RULES

1. The robot must start behind the starting line and must move along the designated track until it touches the finishing line.
2. Each team will be given 3 tries to achieve the team's fastest time. The fastest time out of the three tries will be taken as the team's final time.
3. Team members will be given 1 minute of setting up time before the start of their game.
4. After the 1 minute of setting up time, the team is required to start their robot from the starting line and the timer will start.
5. The robot must reach the finishing line within 3 minutes. The timer will be stopped when the robot touches the finishing line.
6. Retry is allowed up to three times but the timer will not be stopped. Robot must be placed behind the starting line when retrying. Retry is compulsory every time the robot goes away from the track.
7. Only the two team members are allowed to enter the game field.
8. The team's robot will be inspected and quarantined 5 minutes before each try. Reprogramming or modifying of the robot is not allowed after the setting up time.

G. DISQUALIFICATION

1. Team is not present for robot inspection five minutes before the beginning of a match.
2. Team's robot does not meet the specifications.
3. Team member ruins the game.
4. Team member displays unsportsmanlike behaviour.
5. The trial time for the disqualified team will be recorded as 3 minutes.

F. WINNING THE GAME

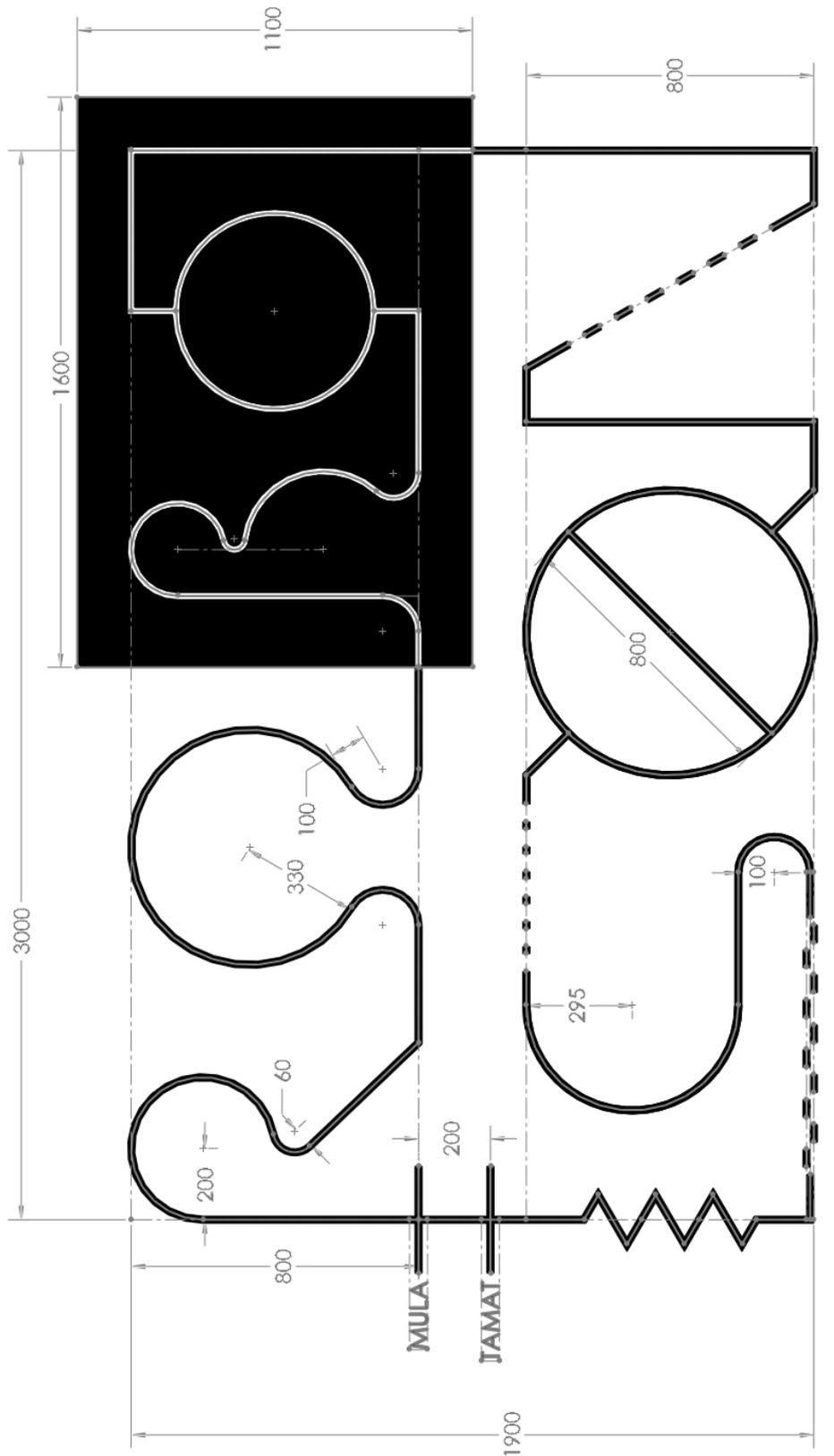
1. The teams will be ranked based on the team's final (fastest) time.
2. In the event of a tie, the team's next best trial time of the three tries will be referred to.

G. OTHERS

1. It is expected that the aim of all teams is to play a fair and clean game. Teams that deliberately cheats or cause interference to others and cause damage to the field and facilities will be disqualified.
2. All decisions about gameplay and timing are under the digression of the juries.
3. Juries may announce new rules or decisions pertaining to any issues that are not mentioned in the rules and regulations.
4. All teams are encouraged to decorate the robots to reflect the culture, aesthetics and styles of their respective educational institute.
5. The organizer reserves the right to amend the Rules & Regulations without giving prior notification or any reasons thereof.

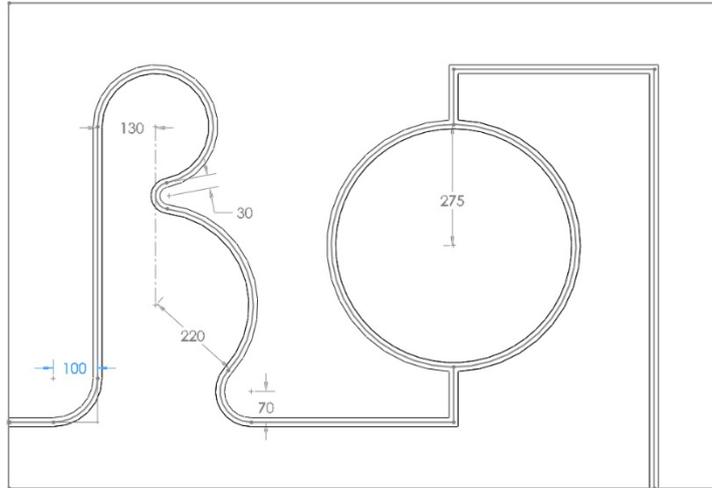


Line Following Robot (Secondary School Category) Game Field:

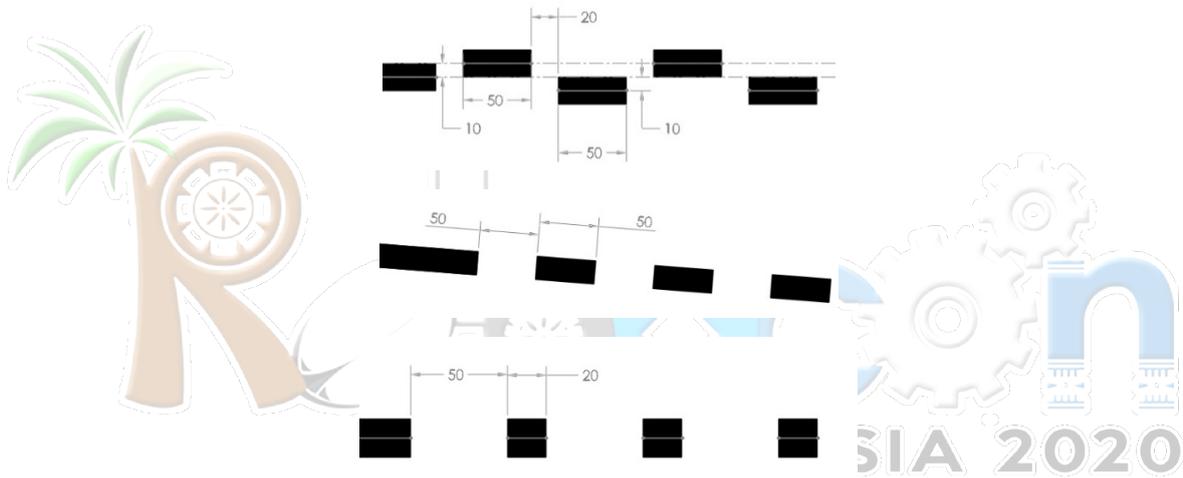


Line width = 20mm

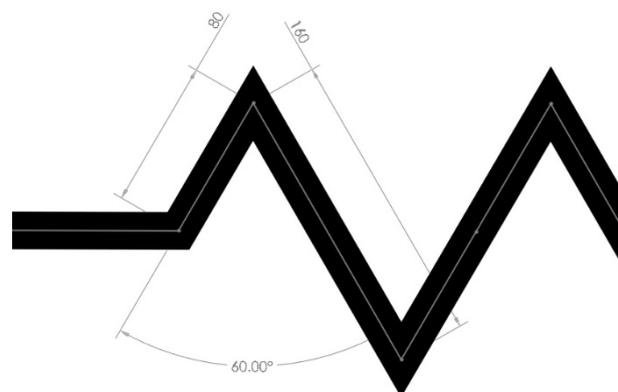




White on Black Section



Dashed Lines



Zig-Zag Line